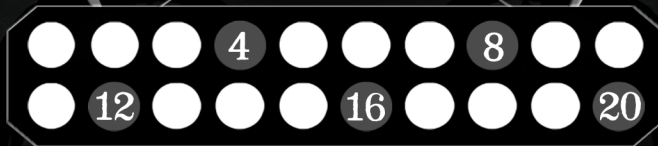


ORDER OF THE ENLIGHTENED PATH RITUAL PROGRESS



4

A friendly Cultist that inflicts a Bleed may heal 1 WND from itself.

8

A friendly Cultist that inflicts a Bleed causes 3 WND instead of 2 WND.

12

A friendly Cultist that inflicts a Bleed may heal 2 WND instead of 1 WND.

16

A friendly Cultist that inflicts a Bleed causes 4 WND instead of 3 WND.

20

All friendly Cultists' God Shards grant +2/+2 COM, RAN & ARC instead of +1/+1 COM, RAN & ARC.